The First and Only
Drill and Practice Game for Groups

ALL STAR DRILL

Turns Drill Work
into Team Work

Tom Snyder Productions®
EDUCATIONAL SOFTWARE

Credits

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Introduction

I used to play a form of Jeopardy. A colleague devised a version of College Bowl. And I once met a teacher who created something elaborate based on soccer. Each one of these "games" provided the format for a common classroom activity: group drill and practice. You know how it works. The teacher asks the questions and the students answer, demonstrating how much they do and don't know about a subject. Correct answers score points and teams of students compete and cooperate for high totals. It's an efficient and fun way to review at the end of a unit, and it's a great way to highlight common misconceptions as you begin to introduce a new body of material.

It can also be a difficult exercise to create and maintain. It's a lot to manage and a lot of paper to shuffle. Who's turn is next? What's the score? Which question is next? Is that the right answer? Yet despite the problems, we still do it. Why? Because it works, especially the group part. As the teacher, you are there to spot and immediately correct faulty reasoning and responses. You can encourage struggling students and make greater demands of those who need to be pushed, reading them with your eyes and instincts. It's great feedback for you. What do my students know? How have they comprehended this information? How can I adjust my teaching to match their needs? And the students gain much from each other as well. One student's explanation may enlighten many.

All Star Drill makes this worthwhile endeavor a lot easier to handle. The program is a tool for you, the teacher, enabling you to practice or review information with your entire class in an exciting and fun "baseball-game" format. The computer performs the drudgery, managing the information and keeping track of the game, while you get to do what you're really good at -- teach.

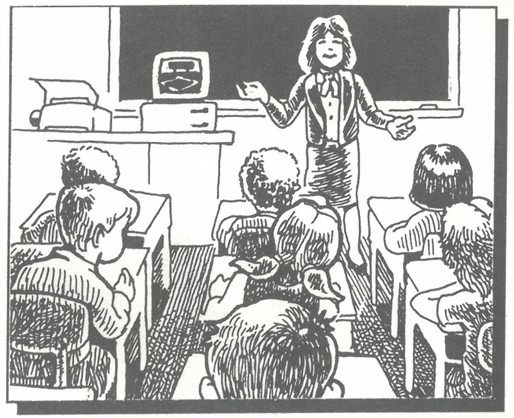
All Star Drill exemplifies what we at Tom Snyder Productions are all about. We seek ways to make the technology work for you, designing programs that enhance, professionalize, and improve your lives as teachers.

What's inside this package?

* 1 All Star Teacher's Guide
* 1 All Star Drill Master Disk
* 1 All Star Drill Master Backup
* 1 All Star Drill Question Sampler
* 1 All Star Drill blank Question Disk

Where to start?
Begin with the Quick Start section. It will walk you through the Question Sampler Disk, giving you a number of ideas for using *All Star Drill* in your own classroom. Once you understand how the program works, move on to creating your own Question Disks. The Teacher's Guide is filled with valuable suggestions. You'll soon see what a great tool *All Star Drill* can be for you.

Contents



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Quick Start

Quick Start

1. **Insert the *All Star Drill* Master Disk into disk drive 1.**

   IBM users: Refer to disk drive 1 as disk drive A, disk drive 2 as disk drive B.

   The Master Disk is where *All Star Drill* will store all teams, players, games, and statistics information.

2. **Turn on the computer and the monitor. The program will load automatically (IBM users: see page 9 for instructions on installing DOS) and you will see the title screen. Press any key to continue.**

3. **You will see a menu of options. Use the ↑ ↓ arrow keys to select 2. START PLAYING A NEW GAME and press Return.**

   NOTE: If, at any time during the set up process, you want to return to the Main Menu, press the Esc key until you are there.

4. **Select a game to replace and then press Return.**

   It doesn't matter which game you choose to replace now, but you will want to keep track of your students' games in progress. The screen displays the current inning of each game.

5. **Select the name of team 1 from the list on the screen and press Return.**

   The teams that come on the Master Disk represent some of our favorite professional, and not so professional, baseball teams of recent years. (See page 7 for instructions on creating your own teams.)

6. **Select the name for team 2, press Return. *All Star Drill* will remind you to make sure the Master Disk is in the disk drive. It is. Go ahead and press the spacebar.**

7. **You will now see a baseball diamond and a message to place a Question Disk in the disk drive. Remove the Master Disk and insert the Question Sampler, or any other completed Question Disk, into the disk drive. Press the spacebar.**

   If you have two disk drives, leave the Master Disk in drive 1 and place the Question Disk in drive 2. After that, whenever a disk reminder appears on the screen, just hit the spacebar.

8. **You are now ready to play. The two scoreboards will display the names of the two teams. Under the diamond you should see, at bat, the name of the first player on team 1. This player now has the choice to "BUNT" or "HIT'. Once the game is in progress, a "BUNT" choice will prompt a question that has already been asked and a "HIT" choice will**

usually prompt a new question. Since this is the first player, choose "HIT" by pressing the "H" key.

9. **A question (which you would read aloud to your class) will appear followed by a series of "?????". The question marks are the timer. After they have appeared four times, the question and the timer will be repeated. Type "Y" or "N" while the timer is running, for a correct or incorrect answer, and watch what happens.**

   In class, you would do this: Wait for an answer from the student at bat . If the batter gives a correct answer (judged by you, the teacher), press the **"Y"** key while the timer is running. If the student gives an incorrect answer, press the **"N"** key. If no answer is given before the time limit is up, the batter will strike out.

   > **Note**: If the player can offer the correct answer before the timer runs out after the first appearance of the question, a home run or a triple will likely result. If the player waits to answer until the question has appeared a second time, a single or a double will likely result.

10. **When the next batter comes to the plate, press Shift "T". A box labeled *Multiple Choice* will appear on the screen. Continue playing as before. Instead of open-ended *Teacher Judges* questions, however, the program will offer multiple choice responses. To return to the *Teacher Judges* method, press Shift T again. (See page 16 for more on the *Teacher Judges* and *Multiple Choice* methods.) Press shift "Q" to quit and save the game.**

If you are playing the **"Multiple Choice"** method, soon after the question appears, four possible answers will appear in random order twice. As soon as the student chooses an answer, press the Spacebar. (You must press the Spacebar before *All Star Drill* gives the next choice.) If the choice is correct, the student will get a hit. If the choice is incorrect, the player will strike out.

> The **Question Sampler** contains a number of types of questions from different disciplines. Look them over or print them out (see page 8 for printing instructions).

Creating a Question Disk

1. **From the main menu, use the ↑ ↓ arrow keys to select 4. EDIT QUESTIONS. Press Return.**

   A message will appear on the screen asking you to make sure the Question Disk is in the disk drive.

   > **NOTE:** We suggest you make a copy of the Blank Question Disk before using it.

2. **Replace the *All Star Drill* Master Disk with the *All Star Drill* Blank Question Disk (or place the Question Disk in drive 2) and then press the Spacebar.**

3. **Type in the number 1 to enter the first of your set of new questions. Press Return.**

4. **Use the ↑ ↓ arrow keys to highlight the first box at the top of the screen. This box will hold your first question. Now press Return to select the first box.**

5. **Type in your question and press Return. (If editing an existing set of questions, this would replace the old question with your new one.)**

   > **Note**: You will need to type in your questions to be spaced correctly on the two lines on the screen.

   If these questions will be used only for the **Teacher Judges** method, you may go on to step 8. In the Teacher Judges method, the teacher will decide if a student's answer to a question is right or wrong. If you want to use the **Multiple Choice** method read on.

6. **If these questions will be used with the Multiple Choice method, use the same technique that you just used to enter your question, to enter your set of multiple choice answers in the boxes numbered 1-4.**

   > **Note**: The order of the answers is not important; in the game the computer will offer them at random.

7. **If you are using the Multiple Choice method, select the smaller bottom box with the ↑ ↓ arrow keys and enter the box number of the correct answer. Press Return.**

8. **Press the Esc key when your question entry is complete.**

9. **Repeat steps 3-9 until you have entered your entire set of questions.**

10. **Press Esc and then Return when you have finished.**

    When you have finished editing your questions, the program will ask you for the total number of questions in your

test. You may have up to 100 questions in any test.

11. **Type in the total number of questions and press Return. When you play, the computer will use only those questions up to the number you indicate.**

    A message will appear on the screen asking you to make sure the Master Disk is in the disk drive.

12. **Replace the *All Star Drill* Question Disk with the *All Star Drill* Master Disk and then press the Spacebar. (If you are using two disk drives, just press the Spacebar.)**

Building or Editing Teams

1. **Use the ↑ ↓ arrow keys to select 1. BUILD OR MODIFY A TEAM. Press Return.**

2. **Use the ↑ ↓ arrow keys to select a team and press Return.**

3. **If you want to keep the team name the same, press Return. If you want to change the team name, use the ↑ ↓ arrow keys to select CHANGE THE TEAM'S NAME.**

4. **Type in the new team name (up to seven characters). Press Return.**

5. **Use the ↑ ↓ arrow keys to select, and press Return to edit or enter the team players' names.**

6. **Press the Return key after each edit or entry.**

   Warning: Editing or removing a player's name will erase all established statistics which that player has earned in previous games.

7. **Press the Esc key when finished.**

8. **Repeat steps 2-7 for the other team(s).**

   Always be sure that a name is entered in the first name box. The program will skip other blank name slots in the list.

Saving and Printing

Saving & Resuming Games

To quit and save a game in progress, press shift Q between batters.

To resume a game that has been saved in progress, choose 3. CONTINUE PLAYING A GAME IN PROGRESS at the main menu and then select the game you want to continue.

Special Note for Apple IIgs Users: If *All Star Drill* seems to be running a little fast, make sure the system speed is set to normal. Check the Apple IIgs owner's manual for details.

Printer Option

To print out the questions on a question disk, choose 5. PRINT QUESTIONS from the main menu. The program will remind you to make sure your printer is connected and turned on, and it will tell you to insert a question disk into the disk drive.

NOTE: *All Star Drill* will print only the questions you indicated were part of your set.

Technical Directions

Installing DOS

For IBM PC, Tandy 1000, and compatibles

If you want *All Star Drill* to load and run automatically, a copy of DOS (Disk Operating System) must be put onto the *All Star Drill* master disk. If you choose not to install DOS on the disk, you will have to use a separate DOS disk every time you play *All Star Drill*. Adding DOS to the disk is more convenient, and you only need to add it once. The following steps describe how to install DOS the first time you use your *All Star Drill* master disk. Each subsequent time you want to use *All Star Drill*, just insert the disk into the disk drive and turn on the computer.

How to add DOS if you have one disk drive.

1. Put the DOS disk (version 2.0 or higher) into the disk drive, close the drive door and turn on the computer and the monitor.
2. Follow the directions on the screen. If you do not wish to type in the date or time, press the ENTER key.
3. When **A>** appears on the screen, remove the DOS disk from the drive and put in the *All Star Drill* master disk. Close the drive door.
4. Type INSTALL1 and press the ENTER key. (Do not put a space between INSTALL and 1.)
5. You will now receive a series of prompts on the screen directing you to switch disks.

   When you get a prompt for **drive A**, insert the *All Star Drill* master disk. When you get a prompt for **drive B**, insert the DOS disk.
6. When DOS has been successfully added to the disk you will receive the message — *Your disk is now ready.*
7. Turn off the computer and turn it on again to start using *All Star Drill*.

How to add DOS if you have two disk drives.

1. Put the DOS disk (version 2.0 or higher) into **drive A** and close the drive door.
2. Turn on your computer and monitor.
3. Type in the date and time or press the ENTER key.
4. When the **A>** appears on the screen, remove the DOS disk and insert the *All Star Drill* master disk into **drive A**.
5. Type INSTALL2 and press the ENTER key.
6. You will receive the message to put the DOS disk in **drive B**.
7. When DOS has been added to your disk, you will receive the message — *Your disk is now ready.*

Technical Directions

8. Turn off the computer. Remove the DOS disk from drive B. Put the *All Star Drill* master disk in **drive A**. Turn on the computer and *All Star Drill* will load automatically.

How to use All Star Drill if you do not want to install DOS.

1. Insert the DOS disk (version 2.0 or higher) into the disk drive and turn on the computer.

2. Type in the date and time.

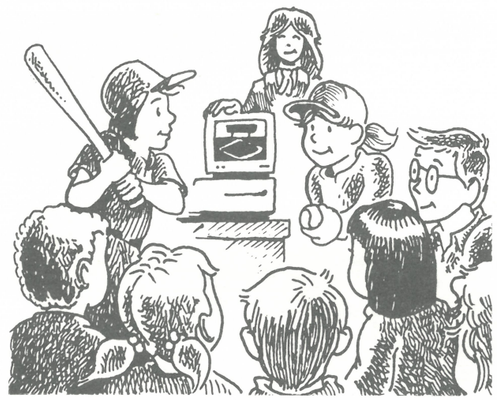
3. Remove the DOS disk.

4. Insert the *All Star Drill* master disk.

5. Type "STAR" and press the ENTER key.

Suggestions for Playing with Groups

Method One:



When playing *All Star Drill*, you can let each of the two teams play as a collaborating group. Each team "goes to bat" as a group, choosing a captain whose name has been entered into the computer as the only player on that team. During a game, as questions are presented to their team, players will pool their knowledge to come up with their best answer. The captain is the spokesperson for his or her team. This method works well for classes where students have worked together in study groups.

Method Two:

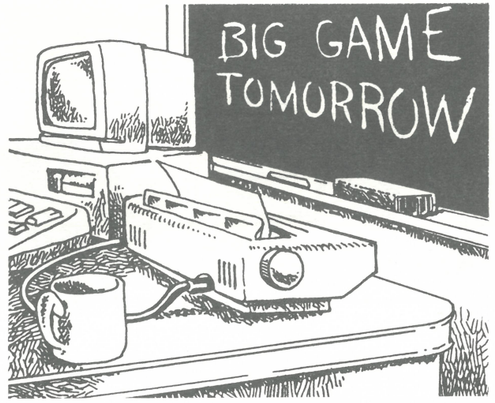
All Star Drill can manage a game in which as many as twenty students, ten per team, "bat" individually for their team. The computer will keep statistics on each player. Before the game, the teacher enters into the computer the names of the players for each team. This method works well for any group of up to twenty students.

Suggestions for Playing with Groups

Playoffs:

Since the *All Star Drill* Master Disk will hold information for up to five different teams, a teacher may choose to have tournaments in which the winning team of a game from one class can play the winner from another class. (Statistics on players are, of course, maintained from one game to the next.) Conceivably, each consecutive level of the playoffs could use a different Question Disk for a more challenging set of questions.

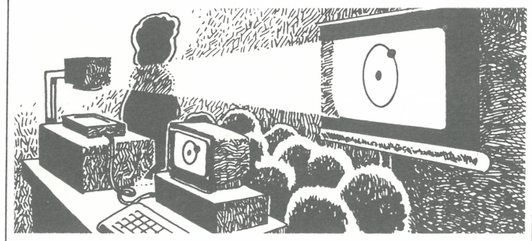
Batting Practice:



All Star Drill includes a simple printing feature that allows you to make a paper copy of any test you have authored. Copies of this printout can be given to students as a preparation aid or it can be used for your own notes.

Suggestions for Playing with Groups

On the Big Screen:

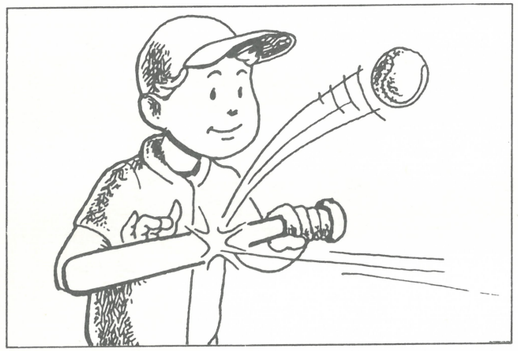


Once you play a few innings of *All Star Drill*, you quickly realize how fun and exciting the program graphics are. It's great to watch sharp fielding and timely hitting. In order to share those highlights with your students, connect your computer to a large monitor or projection device. If you don't already have a big screen, check the media center. A large monitor is often attached to the school's VCR. Alternatively, use an LCD device. This portable gadget plugs into your computer and sits on top of your overhead projector. Everything that appears on the computer screen is projected through the overhead. Your students can view the action, read the questions, and watch the timer.

On the Small Screen:

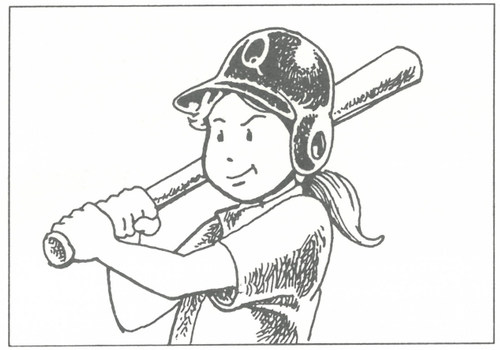
Although a large monitor is a nice addition to a game of *All Star Drill*, it is not an essential one. Your students don't need to view the play by play action, nor do they need to see the questions. View the program as a tool for you, the teacher. It is still managing the questions and game statistics for you. Proceed as you would with a traditional group review, using the computer as your note card manager. To help keep your class informed about the progress of the game, assign one of your students the role of official scorer. Have him or her keep track on the chalkboard of the score, runners' positions, inning, etc. All the necessary information can easily be drawn from the computer screen.

Should A Player Hit or Bunt?



When a student is called to bat, he or she can ask the teacher for a BUNT or a HIT. If a HIT is requested, the computer will select the next question from the list previously authored by the teacher. If the "HIT" question is correctly answered, the student will successfully get on base. When a BUNT is requested, the computer will present a question that has already been asked in that game. If the "BUNT" question is successfully answered, any other runners currently on base will advance one base. The batter who requested the BUNT is out. This is called a "sacrifice bunt". It can be a very useful strategy in a close game.

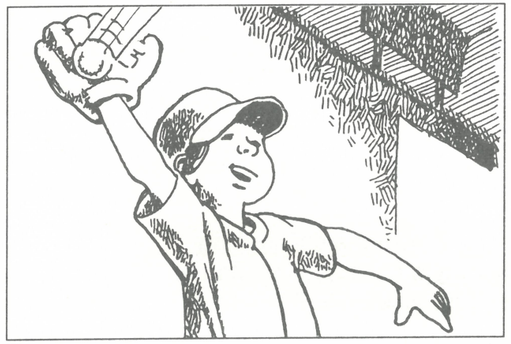
How Does A Player Answer A Question?



There are two forms of test available in *All Star Drill*. In the multiple choice test, the four possible answer are displayed on the screen one at a time. When the player "at bat" thinks the correct answer has just been displayed, he or she says aloud, "Swing!", at which time the teacher presses the Spacebar. If no choice was made the first time, the four answers will be displayed a second time. When a correct answer is identified on the first listing of answers, the player will get a longer hit.

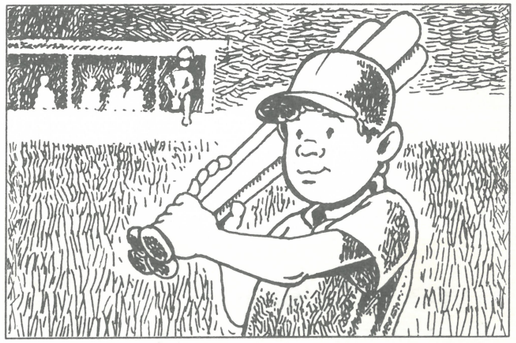
In the open-ended test, in which the teacher judges the correctness of an answer, the player says aloud his or her answer. The teacher then presses "Y" for YES or "N" for NO. If the student has answered correctly, he or she will get on base.

What Happens If A Player Incorrectly Answers A Question?



He or she is "out". If, however, there are players already on base, an incorrect answer will cause a "pop-up" that is caught by a randomly chosen player on the opposing team. That defensive player will be given one chance to answer the same question. (The question is not repeated, but just the chance to answer it.) If this "fielder" cannot correctly answer, those players who are on base advance one base. That is called a "sacrifice fly". To protect against it, the team *NOT* at bat must stay on its toes.

How Can A Player Improve His or Her Batting Average?



Occasionally, a question that has already been asked will be repeated even though a bunt has not been requested. This keeps all players on their toes. They may even want to take notes during the game. Chances are good that they will get one or two repeat questions in any game.

Tips for Composing Tests

Teachers know better than others that giving a test to a group may have more than the one important goal of testing what the students know. The test may be written to remind students of areas in which they feel unsteady. It may be used to help a group feel confident and optimistic about what they already know. Perhaps the test is created and presented in such an order as to reinforce some progression of ideas.

Type of Questions:

Given the many uses for tests, we are hesitant to lecture any teacher on test design. However, the group game test format of *All Star Drill* does suggest a few considerations. **Multiple choice** questions are the easiest for a teacher to manage in the middle of a game, but they certainly require more time to compose beforehand. Open ended **Teacher Judges** questions (with no multiple choice answers) are somewhat easier to compose, but require the teacher to make judgements during the game. Many teachers actually prefer this open ended approach since it gives them the power to give certain students the benefit of the doubt on marginal answers, and conversely it allows the teacher to challenge strong students by insisting on more precision in their answers.

Difficulty:

Remembering the delicate balance required in writing a test for a class confirms once again that teaching is an art form. In *All Star Drill*, a too tricky set of questions (especially of the multiple choice variety) can result in the equivalent of a no-hitter - maybe exciting, but somewhat uneventful. A too easy list of questions might lead to endless, double-digit innings. A good solution to this need for balance is to have the questions start easily and then become progressively more challenging. This gets the activity off to a rousing start and helps ensure an eventual end to the game.

Number of Questions:

We highly recommend, at the very least, 60 prepared questions. Since the tests you make will be available to you for other classes and other semesters, it is worth the effort of making them as long as possible. That way, you can be sure, from year to year, that your tests will work for a variety of student ability levels. You may have up to 100 questions.

Every time you have finished entering or editing a set of questions, All Star Drill will ask you for the total number of questions in your test.

Tips for Composing Tests

There are many excellent uses for *All Star Drill* across the content areas. Besides obvious content review, we have provided a few interesting uses which one might not think of. Examine the examples on the Question Sampler disk and those described below. **The following list is by no means inclusive**. We would love to hear of unique ways you are using *All Star Drill* in your classroom.

MATH

In addition to addition, multiplication and other basic math review, All Star Drill works great with...

Estimation
Estimate the circumference of a circle using 3 for Pi and R = 6m...
A. 36 B. 18 C. 108 D. 324

Percentages
$12 off a $50 item is what rate of discount...
A. 24% B.12% C. 4.1% D. 50%

Sets
The union of (A B C X) AND (D C E F) is...
A. (A B C X D C E F) B. (C)
C. (A B D X E F) D. (D E F)

Which of the following does not belong: square, line, triangle, sphere
A. sphere B. square
C. line D. triangle

Patterns
What number is next in this series: 1, 2, 3, 5, 8...
A. 16 B. 13 C. 19 D. 40

Equations
20 / (2 + 3) + 5 =
A. 2 B. 9 C. 18 D. 28

Which expression shows fourteen less than twice the number
A. 2n-14 B. 14 - 2n
C. 2 -14n D. 2(n-14)

Solve for n. n/5 = 8

What is the decrease in temperature from 50 degrees C to -10 degrees C...

HEALTH

Besides testing general knowledge All Star Drill is excellent for highlighting misconceptions...

Common Misconceptions
Cholesterol is always unhealthy...
A. true B. false

Which of the following is a drug...
A. cigarette B. all
C. aspirin D. coffee

Women on the average live longer than men. A women's average life span is
A. 55 years B. 90 years
C. 78 years D. 63 years

SCIENCE

Great for chemistry and biology as well as...

Astronomy
The third planet from the sun is called...
A. Mars B. Earth
C. Pluto D. Venus

Space Travel
Who was president when the first space ship landed on the moon?

Periodic Table of the Elements
The symbol for gold is:
A. EX B. A3 C. AU D.IQ

LANGUAGE ARTS

Great for reviewing the type of material found on standardized tests as well as...

Reading
All Star Drill can be used in conjunction with your reading texts for testing inferencing and comprehension. It is an excellent way to review a text, story, or book.

Story Plot
Charlotte tells Wilbur she will not let anyone kill him.
A. situation B. conflict
C. turning point D. conclusion

Grammar
She sneaked a cookie.
A. past B. present C. future

Vocabulary
A synonym for extinguish...
A. light up B. put out C. to end

A fear of foreigners...
A. foreignphobic B. egocentric
C. xenophobic D. egophobia

Just as solar means "of the sun", so ____ means "of the moon"...
A. moonar B. lunar
C. month D. tidal

Spelling
The correct spelling for a synonym of "short-age" is...
A. dirth B. durth C. dearth D. dirt

ESL
Which word does not belong: story, read, book, zebra
A. story B. read C. book D. zebra

Foreign Languages
Quelle est la capitol de France?
A. Paris B. Estats Unis
C. Marseille D. Deustchland

Donnez un synonym de maison...

Hay tres cosas en la vida: salud, amor y...
A. dinero B. casa
C. zapatos D. television

SOCIAL STUDIES

Wonderful for reviewing most facts and dates as well as...

States and Capitals
Albany is the capital of which state?
A. California B. Alabama
C. Arkansas D. New York

Presidents
How many American presidents were there before Ronald Reagan?

How old must one be to be president of the U.S.?
A. 30 B. 40 C. 35 D. 45

Greek Mythology
Where did Zeus live?

Wars
How many wars has the United States fought in?

Geography
Most of the wheat producing states are in what part of the U.S....

THE TEACHER JUDGES MODE -- Some Ideas

This mode can be especially useful for open ended questions intended to promote discussion. As much discussion time as you need is provided between questions. Valuable tests can be designed specifically for the Teacher Judges mode without needing to come up with multiple choice answers. The Teacher Judges method can be used either with tests created specifically for this method or with regular multiple choice tests which you have designed.

Teacher Judges questions
You fill a room with hydrogen. You light a match. What happens?

Is cholesterol always unhealthy?

How old must one be to be president, and why do you think this is so?

What is an expression that shows fourteen less than twice a number?

SPECIAL TOPICS

Almost any topic can be reviewed...

SAT Review
Strange Facts/Trivia
Values Clarification
Drug Awareness
Personal Development
First Aid
Nutrition

Questions about All Star Drill

Why are there four disks?

The Master Disk contains the *All Star Drill* Program and all the information about teams and players. This is the disk on which you will keep track of your class. A back-up of this disk is included in the package. Keep it in a secure place.

On separate disks called Question Disks, your tests are stored. This package contains two question disks, a blank one and a Sampler filled with helpful examples. Each Question Disk holds one test. A biology teacher may have one disk that tests vocabulary, a second that test facts and a third that tests more open ended concepts. At the beginning of a game, the computer will ask you to insert the Question Disk of your choice.

How long does a game last?

Each game lasts six innings. However, a game may "go into extra innings" if the score is tied at the end of the sixth inning. Also, an inning may last quite a long time if a team continues to get hits while at bat. Consequently, total playing time can range from 30 minutes to over an hour. If a game requires more time than available in one class, the computer can save the information for another day.

Why does the computer sometimes say that there are no statistics for a student who has had several turns at bat?

If the computer cannot generate an interesting and positive statistic for a student, it will report nothing. If we can't say something nice, we say nothing .

How do I have *All Star Drill* change from **Multiple Choice** presentation to the more open ended **Teacher Judges** format?

When *All Star Drill* is calling for a next batter, pressing Shift T on the keyboard will "toggle" the presentation format back and forth from **Multiple Choice** to **Teacher Judges**. At the end of a session, if the game is not yet finished, *All Star Drill* will save and remember the kind of test you are giving.

Questions about All Star Drill

How does All Star Drill manage player statistics?

Every time a player finishes an at bat, the computer records what happens. If, over a series of "at bats", an interesting statistic emerges, the computer will report it. The statistic may be as simple as a player's batting average or it may report that this player holds the current record for "sacrifice flies" hit in the last half of a game.

All Star Drill keeps track of so many statistics that it generally has something nice to say about every student. If it has nothing nice to say, it says nothing at all. Since statistics are kept on players from game to game, they could represent an entire semester of review sessions. (If, however, a player's name is edited or removed from the list of players on a team, his or her statistics will be erased.)

How does All Star Drill keep the defense involved?

All Star Drill is designed to keep the whole class involved, even the team that's playing the field. As in real baseball, it's easy for a player's attention to wander when he or she isn't up to bat. *All Star Drill* accounts for this tendency by making fielding an important part of the game.

If a batter makes an out (gives an incorrect answer), when there's a runner on base, the program will randomly select a player on the other team to give the correct response. The question won't be repeated, so the fielders have to stay awake out there.

A correct answer from the fielder will hold the runner on his or her current base. An incorrect response, however, will allow the runner to advance a base, turning the out into a sacrifice, in baseball terms.

Score Card

Team 1_____

Player	1	2	3	4	5	6	7	8	H	R	RBI
Totals											

Team 2_____

Player	1	2	3	4	5	6	7	8	H	R	RBI
Totals											

Charting the Pitches

Use this recording sheet to keep track of the pitches thrown (questions asked) and batter swings (answers given) in your *All Star Drill* game.

Pitch (question)		
Swings (answer)		
	Outs (incorrect)	
	Hit (correct)	
Pitch (question)		
Swings (answer)		
	Outs (incorrect)	
	Hit (correct)	
Pitch (question)		
Swings (answer)		
	Outs (incorrect)	
	Hit (correct)	
Pitch (question)		
Swings (answer)		
	Outs (incorrect)	
	Hit (correct)	

Create Your Own Questions

This is a handy template to use for writing All Star Drill tests.

#____ Question:

_ _

_ _

Possible Answers:

1: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ 3: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

2: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ 4: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Correct Answer: #____

#____ Question:

_ _

_ _

Possible Answers:

1: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ 3: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

2: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ 4: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Correct Answer: #____

#____ Question:

_ _

_ _

Possible Answers:

1: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ 3: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

2: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ 4: _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _

Correct Answer: #____

Sports Column

After the class has finished a game of *All Star Drill*, write up the story for the sports section of the next edition of your school newspaper.

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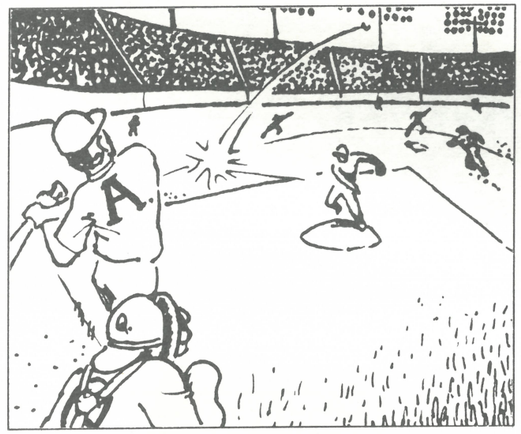
SPORTS



ALL STAR DRILL

Date

Player

Lines Scorescore

Game Date _____
Game Topic _____

	1	2	3	4	5	6	7	8	Total runs	Total hits
TEAM										
TEAM										

Game Date _____
Game Topic _____

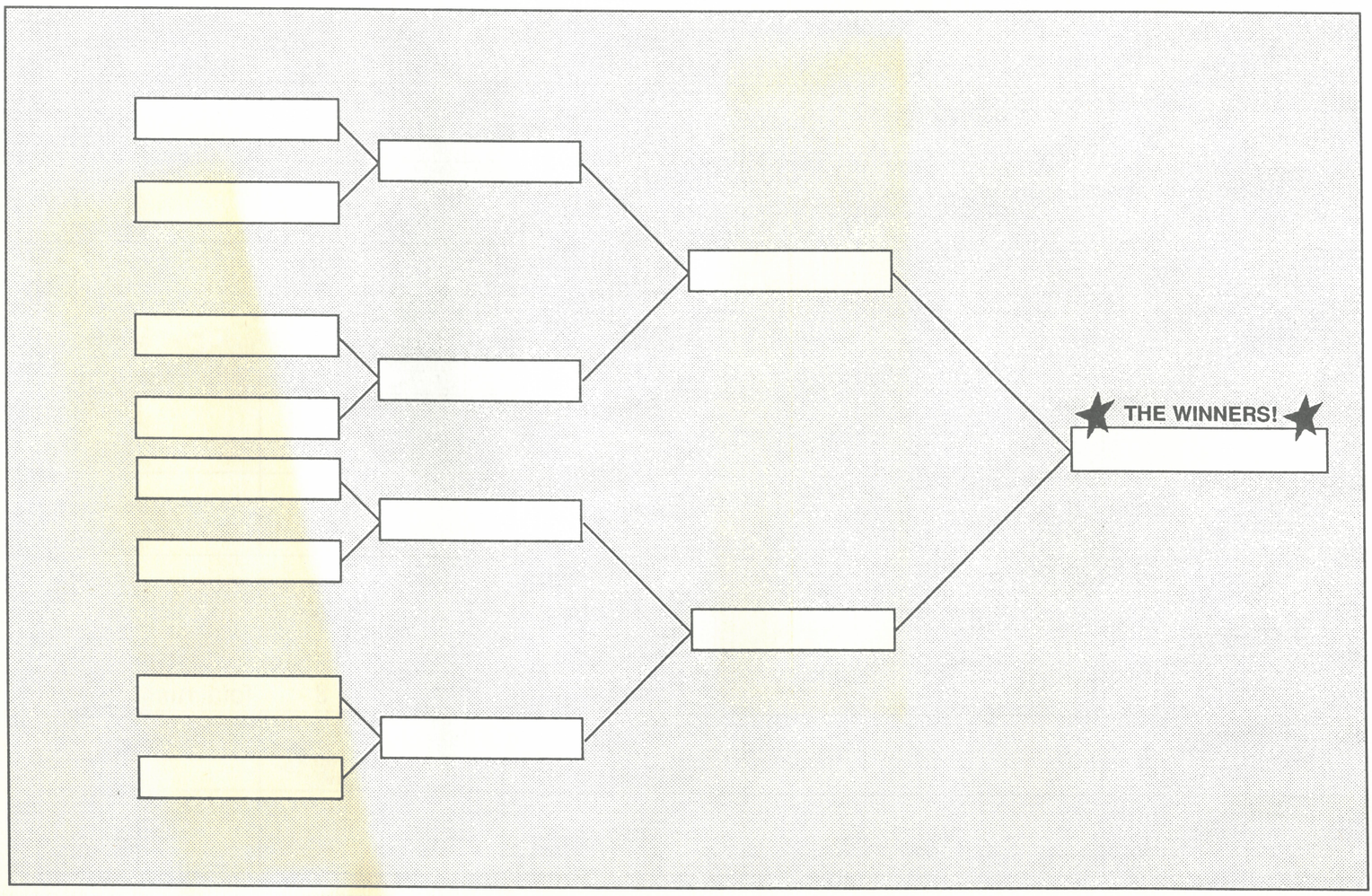
	1	2	3	4	5	6	7	8	Total runs	Total hits
TEAM										
TEAM										

Game Date _____
Game Topic _____

	1	2	3	4	5	6	7	8	Total runs	Total hits
TEAM										
TEAM										

All Star Drill Tournament

Organize a school wide All Star Trivia Tournament using All Star Drill.



Tom Snyder
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